SEGA







LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA CD™ SYSTEM.

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Parental Discretion

Advised.

Mature Audiences

WARNING

To Owners of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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STARTING UP



- 1. A Genesis Controller should be plugged into the "Control 1" port on your Sega Genesis.
- 2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.
- 3. Follow Sega CD System directions to OPEN the Sega CD drive. Press the RESET BUTTON and the disc tray will open.
- 4. Carefully place your Bram Stoker's Dracula CD game disc in the Sega CD System with the label-side facing up. Press the START BUTTON to close the tray and begin play.

Handling Your Sega CD Disc

The Sega CD Disc is intended for use exclusively with the Sega CD System.

Handle it with care. Do not bend it, crush it or submerge it in liquids.

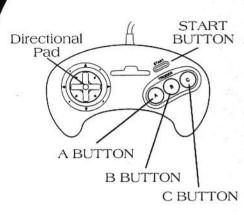
Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD disc.

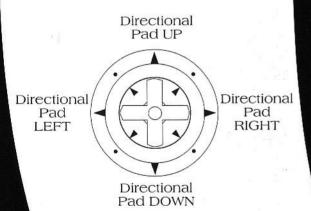
INTRODUCTION

In the black of night he stalks his unwitting victims with the passion of a prince and the grace of a wild animal. Able to assume the guise of everything from a shadow on the wall to a jagged-toothed wolf beast, he feeds on the living, sinking his pearly fangs into their fair throats for a drink of their life-giving blood. For he is the Prince of Darkness-Count Draculaand he's cast his hypnotic spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire and save the fair Mina from a fate worse than death—eternal life as a vampiress.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



CONTROLLING HARKER



Press the Directional Pad RIGHT or LEFT.

TO CROUCH:

Press the Directional Pad DOWN.

TO PUNCH:

Tap the B Button.

CROUCH PUNCH:

Press the B Button while crouching.

COMBINATION PUNCH:

Press the B Button very quickly.

ROUND HOUSE KICK:

Press both the B and C Buttons.

STANDING JUMP:

Press the A Button.

LONG JUMP:

Press the A Button while walking.

SWIPE KICK:

Press the C Button.

MEDIUM KICK:

Press the Directional Pad RIGHT and press the C Button.

REVERSE PUNCH:

Press the Directional Pad RIGHT then LEFT and press the B Button.

JUMP KICK:

Press the Directional Pad UP and press the C Button.

PAUSE:

Press the Start Button.

During level 6, the player must rapidly press the A Button to speed up, B Button to jump, and C to fire.

MAIN GAME SCREEN



1: YOUR LIVES

This shows how many lives you currently have. You begin each game with 5 lives. You also have the option to continue two times.

2: STAGE

Tells what level you are on.

3: YOUR HEALTH METER

This meter indicates how much energy you have remaining. Each time you take a blow from an enemy, your energy level will drop.

4: DRACULA'S HEALTH METER

This meter indicates how much energy Dracula has remaining.

5: SCORE

This records your point total tallied during each level of play. The more enemies you destroy, the more points you get.

LEVELS

There are 7 Levels in Dracula. In five of the seven levels, you must escape or destroy Dracula to advance to the next level. Beware! Dracula can assume the form of everything from a bat to a young Bohemian.

TRAVEL TO CASTLE DRACULA

This is the longest walk you'll ever make. Aside from flights of ravens you'll have to evade hatchet-wielding crusaders.

INSIDE UPPER CASTLE DRACULA

Welcome! The Old Count has prepared quite a welcome party for you with bats, web-weaving spiders, slime-belching zombies and skeletons in armor.

INSIDE LOWER CASTLE DRACULA

Deep in the cellar of Castle Dracula lurks an evil underworld of snapping scorpions, ethereal ghouls...and this time, his brides await with sharpened claws and razor-like fangs, while Dracula goes completely batty.

BONUS ITEMS

HILLINGHAM ESTATE

The Lone Wolf has escaped from the Hillingham Zoo and has been seen lurking outside the Count's Estate with rats, bats and ravens. Watch your neck and keep and eye out for Lucy—save her before she makes her date in the graveyard with the Wolfen Dracula.

CARFAX ABBEY

Here's the plan. First make your way through the sanatorium and past a screaming Renfield—good thing he's wearing his straight jacket. Then jaunt into the graveyard past rats and spiders and send a dressed-to-kill Lucy back to her crypt.

CHASING DOWN THE COACH

Hop on your horse and get set to chase down Dracula in his wagon. Use your skills to duck low branches and jump boulders, play polo with rabid wolves and heavily-armed gypsies, and hog-tie Dracula before he gets to the Castle.

CONFRONTATION AT THE CASTLE

This is it...The battle for Mina! And Dracula has compiled quite a tag team with his brides, the skeleton warriors, and giant spiders... Survive their wrath and then take on Dracula himself, in his Death Robe form. Remember! Even though Mina looks like she wants your blood, hold your stake...she may just save your life.

Throughout the game there are bonuses hidden within wave patterns or particular enemies.

Extra Man - Harker.

Continue - Book.

Chalice - Energy Replacement.

Garlic - Invulnerability (Limited Time).



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